

*Hereditary Spell*

**Favour of Meladys**

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<i>CV</i>	<i>Type</i>	<i>Duration</i>
10	Caster Range	One Turn

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*Effect*

WIZARD KING SPELL  
CROWN OF THE



THE IX AGE  
FANTASY BATTLES

{{baselineskip}=1pt{

The player gains 2 Protection Tokens which are removed when the spell ends.

When a friendly unit within 180 of the Caster suffers a wound, >after Armour Saves have been taken,/span> before any Special Saves are taken, you may discard a Protection Token and ignore the wound applying the following rules:

- >Rank-and-File models of Height 1 ignore up to 2 wounds per token, provided they are suffered simultaneously./li>
- >Characters, and models of Height 4 or 5, can each only ignore a single wound per Phase./li>
- >Wounds from attacks with  $\text{Multiple Wounds}$  are not ignored, they inflict one less wound instead.% /li>/ul>

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